

AGB-APWE-USA

GAME BOY ADVANCE  
GAME BOY ADVANCE

# POWER RANGERS

## WILD FORCE



INSTRUCTION BOOKLET

THQ

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**



## **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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look for this seal when buying  
video game systems,  
accessories, games  
and related  
products.*

Nintendo does not license the sale or use of products  
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**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE  
WHICH REQUIRES A GAME BOY® ADVANCE  
GAME LINK CABLE.**



LICENSED BY



Rev-D (L)

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# THE POWER RANGERS

The five Wild Force Power Rangers use animal crystals to get their special powers. Each Ranger uses a different crystal to call upon the powers of an animal:

After completing some of the missions, the Power Rangers are rewarded with more animal crystals. There are places in the game where you will be forced to choose from two possible paths. In order to collect all of the animal crystals, you will have to play through the game twice and choose the paths not taken the first time through.





# SET UP

The Wild Force Power Rangers must use their incredible powers to fight the Org, an ancient race of monsters that have come back to life. Bent on destruction, the Org rivals have banded together to challenge the Wild Force Power Rangers in a battle over the fate of mankind and the environment. Now it's up to the Rangers to stop the Org and save the Earth, before it's too late!

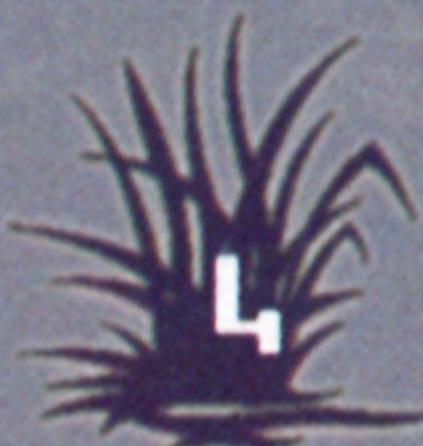
# BATTLE THE ORG!

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Power Rangers Wild Force® into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



## GAME OBJECTIVES

Help the Power Rangers defeat their Stage Boss in Ranger mode before ultimately facing a Boss in the Megazord Battle mode. At the beginning of each Stage, you will learn about the dangers you'll face and find out who is responsible for the trouble ahead. Attack alone or use the Team-up attack, combine different Rangers and allies, choose various paths and collect as many animal crystals as you can!



# MAIN MENU

**New Game** – Start a new game of Power Rangers Wild Force.

**Difficulty Setting:** Easy, Normal or Hard

**Password** – Use a password to continue where you left off in a previous game.

## Options

**Music:** Turn the music on or off by pressing the A Button.

**SFX:** Turn the sound effects on or off.

**Credits:** View the game credits.

## PASSWORD

BCDFGHJKLMN  
PQRSTUVWXYZ  
0123456789!

ENTER EXIT

AGE  
EAR!

LNSBB

PASSWORD

## MAIN MENU

► NEW GAME

PASSWORD

OPTIONS

# PLAYING A GAME

## Number of Players

Power Ranger Wild Force is meant to be played as a multiplayer experience. Players can join up to perform team attacks. The more players participating, the more fun to be had.

Power Rangers Wild Force can be played with 1-4 players . Each player requires a copy of a Power Rangers Wild Force Game Pak and a Game Boy® Advance system. The Game Boy® Advance systems can be linked via a Game Boy® Advance Game Link® cable. One Game Link® cable supports two Game Boy® Advance systems. To attach a third Game Boy® Advance system, an additional Game Link® cable is needed, and to play a four player game you must have three Game Link® cables.

Each Game Link® cable has two adapters - purple and gray. These adapters attach to the top of the Game Boy® Advance. The Game Boy® Advance using the purple port becomes the primary system. The primary Game Boy® Advance is responsible for navigating through all of the menus. After pressing START, the game will automatically search to see how many people have joined to play. Once the right number of players is shown on the screen, the player holding the primary Game Boy® Advance can press the A Button to begin the game.



# CONTROLS

## Menu Controls

**BUTTON**

A Button  
B Button  
Control Pad

**ACTION**

Go Forward  
Go Back  
Up, Down, Left or Right

## In-Game Controls

**BUTTON**

A Button  
B Button  
R Button  
L Button  
Control Pad  
Double Tap Control Pad  
SELECT

**ACTION**

Attack  
Jump / Defend  
Special attack  
Team up attack  
Move Up, Down, Left or Right  
Burst of Speed  
View mini-map and Team up attack order



## Ranger Selection

At the beginning of each stage, choose one Ranger to play the game, and up to three Ranger allies to go with you on your quest. The Power Ranger allies will help you defeat a Stage Boss by "teaming up" with your Ranger in special team-up attacks. A Power Ranger will be pictured on the right side of the screen, and that Ranger's stats will be on the left. Scroll through all the Rangers by using the Control Pad to move Left or Right. Press the A Button to select a Ranger. Press the B Button, if you change your mind and want to choose a different Power Ranger.

*If there are two, three or four players in the game, each player must scroll independently of the others to choose a Ranger. At the bottom of the screen, all players can see which Rangers have been selected.*



## On-Screen Information

**Ranger's Helmet:** Once you've chosen a Ranger, you'll see a picture of your Ranger's helmet at the top of the screen. The red bar next to the helmet shows the health of the Ranger. When the bar is empty, the Ranger will fall down unconscious. The yellow bar shows the Ranger's energy. When the energy bar is empty, the Ranger won't be able to use any special attacks or team-up attacks.

**Org Face:** On the top right corner of the screen is a picture of an Org face. The number next to the face tells you how many Orgs are in the area. Each time you defeat an enemy, the number will get smaller. When you move to a new area, the number will change to let you know exactly how many Stage Boss are nearby.

**Blinking Red Arrow / Move-on:** When an area has been cleared of all Orgs, you'll see a blinking red arrow telling you to move to the next area. If you see more than one arrow, you can choose which direction you'd like to go.

**Map Screen / Team-up:** Press SELECT to view the mini-map and the team-up attack order. The mini-map shows the Ranger's completed areas in red, the current area in yellow and the unexplored areas in green. Look for the team-up attack order at the right of the screen. A yellow arrow points to the Ranger who is up next. The Ranger currently being used is x'ed out during an attack.



## Pick-ups

The Power Rangers will find items scattered around the levels that can be used to gain strength to fight the Org.



Health



Energy



Health and Energy



Invincibility



Continue/One Life Up

## Pausing the game

Press START at any time to pause the game.

Press START again to return to the action.



# BATTLES

The Power Rangers will fight their first battles in Ranger Mode. Once the smaller Stage Boss has been defeated, the Rangers will battle as Megazords!

## Team-up Attacks

If you think you need a little support when confronting the enemy Org, press the L Button and the Power Rangers will attack as a team. First, one of the Ranger allies steps up behind your Ranger to help you out. Then, you can choose which enemy to attack by using the Control Pad to move the red indicator left and right. Once you've chosen a target, hit the A Button to begin the team attack! Two Rangers can deliver a powerful attack on an opponent!

*When playing a Multiplayer game, more Rangers can combine for a more powerful team-up attack.*



## Boss Battles

After you've defeated the Org Minions in a Stage, the Stage Boss will confront your Ranger. Fight these Bosses the same way you would the other Minions, but be prepared - they use special attacks and are much harder to beat! Once you defeat the Stage Boss, you may be rewarded with an animal crystal, which you can use to your advantage in the Megazord Battles.

*If more than one player is in the game, the player who defeated the most minions will become the Megazord pilot in the Megazord battle and will be in control during the fight.*



# Megazord Battles

## Megazord Selection

When a Stage Boss has been defeated, he will grow to enormous size. View all of the animal crystals you've collected so far, by checking the right side of Megazord Selection screen. The Megazord Pilot can choose a Megazord from the ones pictured on the left side of the screen. Scroll through by using the Control Pad, then press the A Button to select your Megazord.

## Megazord Battles

After you've chosen your Megazord, it's time to battle the giant-sized bad guy! If there is more than one player in the game, the player who has won the right to be the Megazord pilot, now controls the Megazord. The other players must pay close attention during the battle. If they push the correct buttons at the right times, they can raise the Megazord's special attack meter.

## Special Attacks

There are two ways to raise the special attack meter. One way is for the additional players to press the correct buttons during a Megazord battle. The other is by successfully attacking the enemy with the Megazord. Every time a Megazord scores a successful hit on the enemy, his special attack meter goes up. Of course, it does work both ways! The enemy also has a special attack meter that goes up when scoring hits on your Megazord!

## Attacking and Defending

Once the Megazord's special attack meter is full, the Megazord will attempt to perform a special attack. To make this work, players will have to watch the screen closely and press exactly the right buttons in the right order. When attacking, if all players are able to complete the proper sequence in time, the Megazord will perform the special attack. If any of the players is out of sequence, the Megazord will not perform the special attack. Defending works the same way. The more defenders that complete the sequence correctly, the less damage the Megazord will take.

When the button icon appears, you must press the button indicated before the target closes in around it. The target will turn orange when you press the button.



# THE STAGES

## Stage 1 – City of Turtle Cove

Stage Boss: Fumigator Org



## Stage 2 – Ghost Town

Stage Boss: Chainsaw Org



## Stage 3 – Turtle Cove Park

Stage Boss: Chainsaw Org



## **Stage 4 – Factory**

**Stage Boss: Jindrax**



## **Stage 5 – Turtle Dyne Laboratory**

**Stage Boss: Jindrax**



## **Stage 6 – Turtle Cove Harbor**

**Stage Boss: Forklift Org**



## **Stage 7 – Cruise Ship**

**Stage Boss: Screw Org**



## **Stage 8 – Jungle**

**Stage Boss: Toxicra**



## **Stage 9 – Temple Ruins**

**Stage Boss: Toxicra**



# **Stage 10 – Animarium**

**Stage Boss: Master Org**



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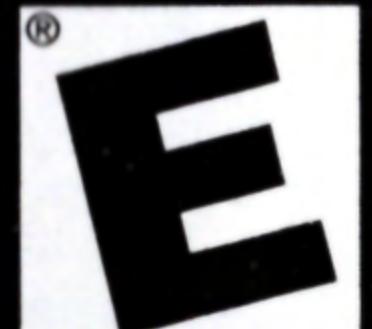


Disney's  
**ATLANTIS**  
THE LOST EMPIRE



**GAME BOY ADVANCE**

**EVERYONE**



CONTENT RATED BY  
**ESRB**

Mild  
Animated Violence

**Disney**  
INTER  
ACTIVE



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# NOTES

NOTES

# WARRANTY

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. **Your 5 digit Product Code is 32109.** Please use this code to identify your Product when contacting us.

## Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

## To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.**  
**Customer Service Department**  
**27001 Agoura Road, Suite 270**  
**Calabasas Hills, CA 91301**



THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

#### **Repairs after Expiration of Warranty**

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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